



RESIDENT EVIL®

2

EmuMovies
INSTRUCTION BOOKLET

CAPCOM



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|----------------|-------------------------|-------------------|
| Convulsions | Eye or muscle twitching | Loss of awareness |
| Altered vision | Involuntary movements | Disorientation |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

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- ② A CITY CRAWLING WITH CONFUSION
- ③ RACCOON CITY'S ONLY HOPE
- ④ LOADING
- ④ STARTING A MISSION
- ⑤ MISSION CONTROLS <default>
- ⑥ GAME MODES
- ⑦ SPECIAL CONTROLS <default>
- ⑧ OPTION MODE
- ⑨ STATUS SCREEN
- ⑪ ITEM BOXES
- ⑪ RANKING
- ⑫ SAVING/LOADING
- ⑬ STARTING THE 2ND MISSION
- ⑭ CAN'T SURVIVE? TRY THIS!
- ⑮ RACCOON CITY POLICE BLOTTER

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1

A CITY CRAWLING WITH CONFUSION

IMAGINE A NORMAL MID-WESTERN U.S. TOWN, BUILT AT THE BASE OF A VAST FOREST. BUSINESS THRIVED HERE, ESPECIALLY WITH THE ADVENT OF SEVERAL NEW INDUSTRIES. HECK, YOU COULDN'T FIND A MORE PEACEFUL WILDERNESS GETAWAY THAN RACCOON CITY.

THEN THE TROUBLE BEGAN. IT ALL SEEMED TO START WHEN THE CORPORATION ARRIVED.

RUMORS BEGAN TO SPREAD, AND THE TOWN WAS OVERCOME WITH ODD OCCURRENCES. BIZARRE, UNIDENTIFIABLE CREATURES APPEARED OUT OF NOWHERE. FATAL ACCIDENTS MOUNTED UP AT AN ALARMING RATE. WORD GOT OUT ABOUT ONE SEVERE ACCIDENT AT A MOUNTAIN LAB. NOT ONE OF THE TOWNSPEOPLE KNEW WHAT WAS HAPPENING TO THEIR QUAINT, FORMERLY SERENE HAMLET.

IN AN EFFORT TO CALM THE GROWING FEAR AMONG LOCALS, THE RACCOON CITY POLICE DEPARTMENT RECRUITED SEVERAL NEW OFFICERS. LEON S. KENNEDY IS ONE OF THE PROMISING YOUNG RECRUITS. AS LEON PREPARES TO JOIN HIS NEW UNIT, HE ATTEMPTS TO CONTACT THE CAPTAIN WHO HIRED HIM, BUT HAS NO LUCK REACHING HIM. UNFAZED, HE CONTINUES INTO RACCOON CITY TO HIS NEW JOB.

AT THE OTHER SIDE OF TOWN, A DISTRAUGHT CLAIRE REDFIELD SEARCHES FOR HER MISSING BROTHER, CHRIS. CLAIRE BEGINS HER SEARCH IN RACCOON CITY, THE LAST KNOWN LOCATION OF HER BROTHER NEARLY TWO MONTHS AGO, ONLY TO LEARN ABOUT THE "ACCIDENT" IN THE FOREST. IS CHRIS STILL IN RACCOON CITY?

SADLY FOR LEON AND CLAIRE, THEY ARE COMPLETELY UNAWARE OF THE OVERWHELMING WORLD OF HORROR AND DESPAIR THEY ARE BOTH ABOUT TO ENTER ...

RACCOON CITY'S ONLY HOPE



LEON S. KENNEDY

Leon is an idealistic rookie cop. He burns with the need to protect and serve, and life as a cadet was an eye-opening experience. While reckless and brash, Leon is certainly not as naive as his demeanor would suggest. He is highly qualified for his new job with the Raccoon City Police.

CLAIRE REDFIELD

Claire is a light-hearted, articulate, modern woman. While she can be a bit of a tomboy at times, she is somewhat wild. Self-confident and extroverted, Claire is typically the first person to try something others would not.

ADA WONG

Leon stumbles upon this mysterious woman who is quite secretive, yet at the same time a professional, skilled investigator. She can also come across as condescending, and has a tendency to talk down to those she deems inferior to herself.



SHERRY BIRKIN

A lonely, insecure 12-year-old, Sherry is mature for her age. She is very shy and when she speaks, she lacks self-confidence and always has the feeling she is lost. Her parents are too wrapped up in their work to heed the emotional needs of their child.

LOADING

1. Make sure the **POWER Button** is **OFF** on your Nintendo GameCube™.
2. Insert your **RESIDENT EVIL™ 2** Nintendo GameCube™ Game Disc 1 as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1.
4. If you want to save a game, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER Button ON**. <IMPORTANT: Make sure not to touch the Control Stick while doing so.>

STARTING A MISSION

When you turn the power on, the Title/Game Mode screen appears. Move the Control Stick or press the +Control Pad  /  to highlight different options, and press the **A Button** to confirm your selection.

For game mode details, see page 6.

MISSION CONTROLS <DEFAULT>





GAME MODES

LOAD GAME



Select **LOAD GAME** to restart a previously saved game. See "Saving/Loading" on page 12 for more info.

CHARACTER

Before starting a new game, you can choose either **LEON** or **CLAIRE** as your character. Move the Control Stick or press the +Control Pad / to highlight your choice and press the A Button to confirm your selection.

After playing through the game and completing it once, load the last saved data to start the "B" scenario. Now you will automatically play again as the opposite character to reveal new puzzles and events. <See "Starting the 2nd Mission" on page 13.>

NEW GAME

Start a new game from the beginning. Move the Control Stick or press the +Control Pad / to highlight your choice and press the A Button to select:

- **ORIGINAL GAME** - Play the classic version of **RESIDENT EVIL 2**. Choose your difficulty level before starting:
 - **NORMAL MODE** - Play at a normal difficulty level.
 - **EASY MODE** - Play a beginner's game with more ammo and weaker enemies.
- **ARRANGE GAME** - Play a game with a twisting plot that changes depending on your actions. Choose your mode before starting. In new games, only **ROOKIE** mode is available. Other modes are unlocked as you advance in the game.






SPECIAL CONTROLS <DEFAULT>

CHECK ITEM






When you press the Action <default A> Button during gameplay, you will check the object in front of your character. A message will appear to let you know what you found. If there is nothing to find out, no message appears. The Action Button also opens doors, activates machinery and lets you talk to other characters.

WALK/RUN

CONTROL STICK:

- Move  to walk forward or  + the B Button <default> to run forward.
- Turn by moving / while walking/running.
- Move  to back up <you can't run backward>


+CONTROL PAD:

- Press  to walk forward or  + the B Button <default> to run forward.
- Turn by pressing / while walking or running.
- Press  to back up <you can't run backward>

USE WEAPON

Press and hold the R Button <default> to draw your weapon, then use the Control Stick or +Control Pad to aim. Press the Action Button to fire. Release the R Button to drop the weapon to your side.

PUSH ITEM

Some items can be moved by pushing them. Turn your character to face the item you want to push and move the Control Stick or +Control Pad . Your character will push the item while walking. If the object cannot be moved, your character will not try to push it.



OPTION MODE

Select **OPTION** from the Game Mode menu to enter Option Mode. Use the options settings to adjust the button configuration, sound mode and volume, and the monitor display.

BUTTON CONFIG

Reconfigure the button controls. Use the Control Stick or +Control Pad to cycle to TYPE A, B or C. When the control settings you want are displayed, highlight **EXIT** and press the A Button to return to the Option menu.

SOUND

Set your sound to **STEREO** or **MONAURAL**, depending on the capabilities of your system. You can also adjust the background music <BGM> and sound effects <S.E.> volume.

Note: Sound volume during movie sequences cannot be adjusted.

MONITOR ADJUST

Adjust the brightness of your monitor to maximize picture quality.

RESET

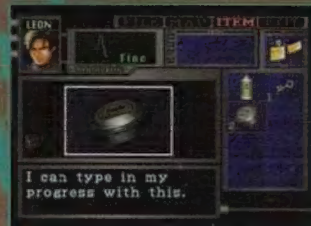
Return the Option settings to their default state.

Exit

Return to the Game Mode screen.

STATUS SCREEN

When you press the Y Button <default> during gameplay, the Status screen appears. This screen shows your character's condition and the items he/she is carrying. Use the Control Stick or +Control Pad to highlight an item or function, and then press the Action Button to activate the options.



ITEM

After highlighting the item you want to use, press the Action Button to see three options in the command List: **USE/EQUIP**, **CHECK** and **COMBINE**.

USE/EQUIP

To use the item instantly, highlight **USE** and press the Action Button. If an item is not appropriate for the situation, you will not be able to use it.

For weapons, **EQUIP** will appear instead of **USE**. If you select **EQUIP**, you'll be equipped with that weapon. You cannot use a weapon until you have equipped it. You can only use one weapon at a time. To remove a weapon from equipped status, highlight it and select **EQUIP** again.

CHECK

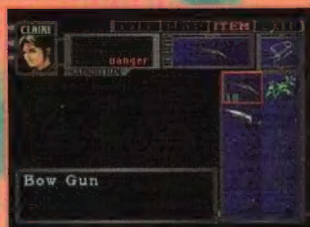
Examine an item or weapon you have acquired. Highlight the item, then select **CHECK** to acquire further information about it.

COMBINE

Some items, particularly weapons, have a different effect when you combine them with other items. For example, when you want to re-load a clip of ammo for a gun, select the clip, and then select **COMBN** from the command list. Use the Control Stick or +Control Pad to move the green frame onto the gun you want to put the clip in. Press the Action Button to combine the items. Try combining other items to discover new effects.

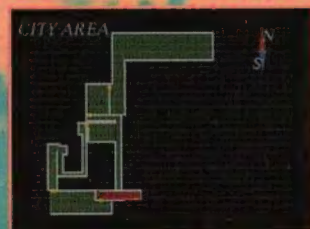
CONDITION

On the Status screen next to your character's mug shot is an electro-cardiograph <ECG>. This ECG shows the current condition of your character, and may read **FINE**, **DANGER** or whatever the status of your character is. To return your character to better health, you must find medicine.



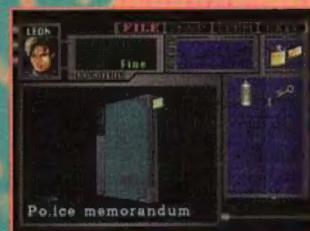
MAP

Highlight this option and press the Action Button to view the rooms and areas you have already visited. The map helps you keep track of where you need to go. Your position is marked by an arrow; blinking boxes show locked doorway; lighted dots indicate item boxes <see page 11>. Press the B Button <default> to close the map.



FILE

As you explore, you will discover notes, messages and other information that will automatically be filed in your character's notebooks. Select **FILE** to view the filed messages. Hints may develop from these notes. Use the Control Stick or Control Pad to change the notebook, select a report tab and scroll through the text. Press the Action Button between each function.



ITEM BOXES

Leon and Claire can only carry eight items at a time. You cannot lose an item once you find it, but you can use it up <such as ammo, for example>. In order to carry only the items you need, you can store other items in Item Boxes.



Item Boxes are located in strategic places, and you must use them wisely because they are limited in space. Move your character to stand in front of an Item Box and press the Action Button. The Item Select screen will appear.

PLACING AN ITEM

To place an item in the box, highlight the item, then press the Action Button. Now highlight a slot that reads **NO ITEM** and press the Action Button. If there are no slots that read **NO ITEM**, the Item Box is full.

EXCHANGING ITEMS

To exchange items, highlight the item you want to exchange. Follow that by highlighting an item in the box to exchange for it. Press the Action Button between selections and also to complete the exchange.

REMOVING AN ITEM

To take an item out of the box, you must have an empty slot available to carry the item. Highlight the empty slot first, and then highlight the item you want to take out of the box. Press the Action Button between selections and to complete the action.

RANKING

When you complete the mission, you are given a ranking based on how well you did. The rankings are **S** <Superior>, **A**, **B**, **C** and **D**. You are ranked based on **TOTAL TIME** spent playing the game, and the **NUMBER OF SAVES** you used during your game play. The shorter the time spent and the less often you saved, the higher your ranking will be.

Try to increase your ranking, and who knows... good things may happen.

SAVING/LOADING

SAVING

To save a game you must place a typewriter ribbon into a typewriter. Ribbons can be found in various places throughout the game. Once you find a ribbon, move your character in front of the typewriter and press the Action Button. You will be asked if you want to save your progress. Choose YES or NO.

Note: You need to find a typewriter ribbon each time you want to save, so use your ribbons carefully.

To save a game, highlight an empty slot and press the Action Button. To save over an existing game, highlight a slot containing a file you don't mind overwriting and press the Action Button. Select YES to complete the save.

You will know the file is saving successfully by the sound of the typewriter keys being tapped. Also, the save information will be typed on screen.



LOADING

Highlight **LOAD GAME** from the Game Mode screen and press the A Button. Use the Control Stick or +Control Pad to highlight the file you want to restart, then press the A Button. If you want to exit the screen without loading a file, press the B Button or select **DO NOT LOAD** and press the A Button.

STARTING THE 2ND MISSION

RESIDENT EVIL 2 is equipped with an extended gameplay system. Situations that you encountered the first time you played the game through have a bearing on situations you encounter the next time you play.

When you complete your mission, be sure to save your completed game data at the end of the game. Now load that saved game data to start the "B" game, which will automatically choose the other character as your game alter ego. You will play the adventure with that character.

For example, when you play Leon's mission and you complete it, save the completed game data. Then Choose **LOAD GAME** from the Game Mode menu and select your last saved game data. Now you will experience the mission in Claire's persona, following an alternate direction and becoming involved in different, but just as grueling, events.

The same goes for Claire's mission. Give it a shot . . . if you've got the guts.

CAN'T SURVIVE? TRY THIS!

1 ENEMIES CAN BE KNOCKED DOWN:

ENEMIES WILL FALL AFTER TAKING SEVERAL SHOTS TO THE BODY. BUT AFTER THEY COME TO, THEY WILL BE BACK UP AND AFTER YOU IN AN INSTANT. CONSERVE AMMO BY KNOCKING DOWN ENEMIES INSTEAD OF SHOOTING THEM. THEN RUN PAST THEM TO GET OUT OF THEIR RANGE.

2 USE WEAPONS EFFECTIVELY:

WEAPON EFFECTIVENESS VARIES WITH RANGE AND TARGET. DETERMINE THE BEST WEAPON FOR THE SITUATION, TAKING INTO CONSIDERATION AMMO AVAILABILITY. THIS IS THE SINGLE MOST IMPORTANT FACTOR IN SURVIVAL.

3 KNOW YOUR ENEMIES:

EACH ENEMY IS UNIQUELY SHAPED, ATTACKS DIFFERENTLY AND MOVES DIFFERENTLY. GET TO KNOW YOUR ENEMIES AND LEARN THEIR WEAK POINTS. THIS CAN MAKE YOU A MORE EFFECTIVE SURVIVOR.

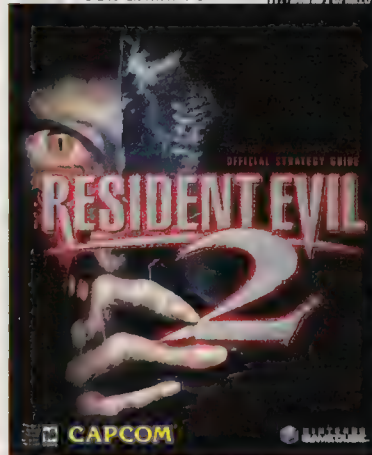
4 TRY ALL OPTIONS, SEARCH ALL AREAS:

STUCK? COME ACROSS A NEW ROOM WITH NOTHING TO DO AND NOWHERE TO GO? TRY USING ITEMS, PUSHING, CLIMBING, INVESTIGATING, ETC. WALK THE PERIMETER OF ROOMS AND AREAS TO FIND MORE MEDICINE AND OTHER IMPORTANT ITEMS. CHECK DEAD ENEMIES FOR AMMO. DO SOMETHING — THERE'S ALWAYS A WAY OUT.

RACCOON CITY POLICE BLOTTER

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RESIDENT EVIL 3

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"a good, old-fashioned, American green-out."

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CODE:Veronica

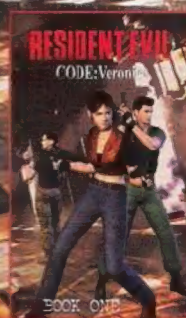
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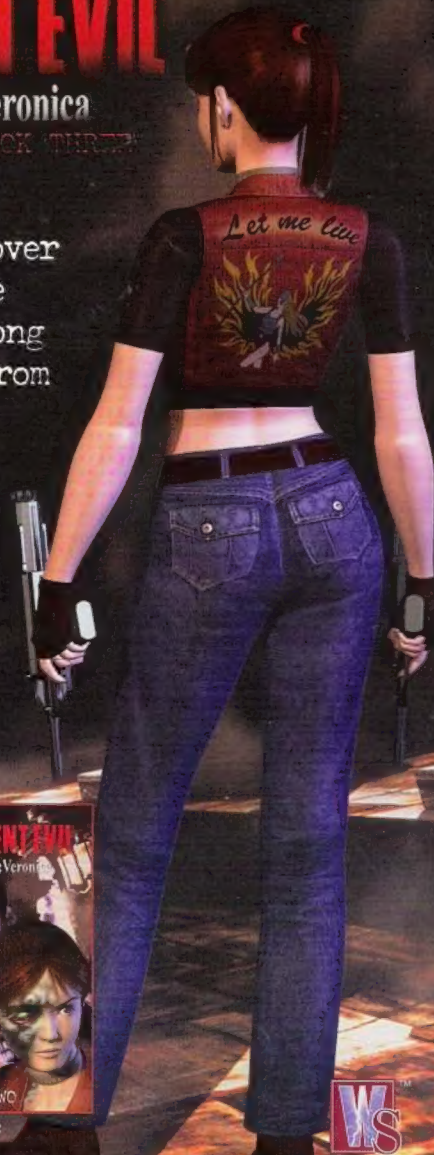
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